AMENDMENTS TO THE CLAIMS

1-12. (canceled)

13. (Currently amended) A network server connected to at least one client through a network, comprising:

a main server for accepting an initial connection request from said client;

a plurality of sub-servers connected to said client after acceptance by said main server, and

a memory remotely connected with said main server and sub-servers, that stores information relating to the sub-servers, the information including a number of players registered to each sub-server;

wherein said main server accesses said memory to obtain the information relating to the sub-servers and provides to said client information relating to the sub-servers on acceptance of an initial connection request from said client; and

said client is connected with one sub-server based on said information relating to the sub-servers;

said one sub-server accesses said memory to obtain the information relating to the sub-servers except said one sub-server itself and provides directly to said client said information relating to the sub-servers except said one sub-server without intervention by said main server on acceptance of a sub-server connection alteration request from said client; and

said client alters a connection with another sub-server from a connection with said one sub-server without intervention by said main server based on said information relating to the sub-servers,

wherein each of sub-servers writes its own information to said memory.

14. (canceled)

15. (canceled):

16. (Previously Presented): A network system comprising:

at least one client; and

a network server including a main server that accepts an initial connection request from said client and a plurality of sub-servers connected to said client after acceptance by said main server, and a memory remotely connected with said main server and sub-servers, that stores information relating to the sub-servers, the information including a number of players registered to each sub-server;

wherein said main server accesses said memory to obtain the information relating to the sub-servers and provides to said client information relating to the sub-servers on acceptance of an initial connection request from said client;

said client is connected with one sub-server based on said information relating to the sub-servers;

said one sub-server accesses said memory to obtain the information relating to the sub-servers except said one sub-server itself and provides directly to said client said information relating to the sub-servers except said one sub-server without intervention by said main server on acceptance of a sub-server connection alteration request from said client; and

said client alters a connection with another sub-server from a connection with said one sub-server without intervention by said main server based on said information relating to the sub-servers except said one sub-server.

17-24 (canceled)

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25. (Previously Presented) The network server of claim 13, wherein the client is a game apparatus with which a plurality of controllers for inputting a signal corresponding to operations of players can be connected, in case that a network game is played between a plurality of the game apparatuses via the network server,

the game apparatus determines the number of players who participate on the network game by the player's operation of the controller,

the game apparatus sends information of the number of the players to the sub-server connected with the game apparatus,

the information of the number of the players is stored in the sub-server connected with the game apparatus.

26. (Previously Presented) The network system of claim 16, wherein the client is a game apparatus with which a plurality of controllers for inputting a signal corresponding to operations of players can be connected, in case that a network game is played between a plurality of the game apparatuses via the network server,

the game apparatus determines the number of players who participate on the network game by the player's operation of the controller,

the game apparatus sends information of the number of the players to the sub-server connected with the game apparatus,

the information of the number of the players is stored in the sub-server connected with the game apparatus.